

# **Global Visual Computing Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023**

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## **Abstracts**

Visual computing is a generic term for all computer science disciplines handling with images and 3D models, i.e. computer graphics, image processing, visualization, computer vision, virtual and augmented reality, video processing, but also includes aspects of pattern recognition, human computer interaction, machine learning and digital libraries.

Scope of the Report:

The value chain of the visual computing market is from the broad and complex network. The entire chain is an inter-connection between various players related to the complete market, and the flow of technology and services.

The global Visual Computing market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Visual Computing.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Visual Computing market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Visual Computing market by product type and applications/end industries.

Market Segment by Companies, this report covers

Nvidia

Intel

Advanced Micro Devices

ARM

Imagination Technologies

Matrox

Cubix

Softkinetic

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Interactive Whiteboard

Interactive Kiosk

Interactive Table

Interactive Video Wall

Monitor

Others

Market Segment by Applications, can be divided into

Gaming

Media and Entertainment

Healthcare

Automotive

Manufacturing

Defense and Intelligence

Others

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